

UNCLASSIFIED

***IRONHORSE...Leading America's Army in the 21st Century!***



***Digitization...***

***...A Warfighter's Perspective***

***National Defense Industrial Association  
Symposium***

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# **AGENDA**

- ***Digitized Division***
  - ❖ *What Makes Us Different...*
  - ❖ *Digitization Provides...*
- ***Division Capstone Exercise (DCX)***
  - ❖ *Fire Support Observations*
- ***Digitized Axioms***
  - ❖ *A Warfighter's View*
- ***Challenges Ahead***

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## **What Makes us Different...**

### **...Technology...**

**... Optimizing new systems to increase lethality**

**MCS**



**ASAS**



**FBCB2**



**AFATDS**



**CSS/CS**



# What Makes Us Different.....Dominant Maneuver

## Other Heavy Divisions

## Digitized Division

**M1A1**



- ⇐ Limited night capability
- ⇐ Non-digital
- ⇐ Single thermal sight 2nd generation FLIR ⇐
- FBCB2 Digital C2 ⇐
- Cdr's Independent Thermal Viewer ⇐
- Under-armor aux power unit ⇐

**M2A2**



- ⇐ Limited night capability
- ⇐ Non-digital
- ⇐ No rangefinder
- Improved FLIR ⇐
- FBCB2 Digital C2 ⇐
- Laser Rangefinder ⇐

**AH-64A Apache**



- ⇐ Laser guided missiles
- ⇐ Night capable
- ⇐ Non-digital
- Radar guided, fire-and-forget missiles ⇐
- Night and adverse weather capable ⇐
- Fully digitized ⇐

**M1A2 SEP**



**M2A3**



**AH-64D Longbow**



**Linebacker**



**Bradley Stinger Fighting Vehicle**



- ⇐ 25mm gun
- ⇐ Stinger team dismounts to engage
- ⇐ Non-digital
- Fires from integrated launcher ⇐
- FAADC2 system ⇐
- Slew-to-Cue capability ⇐

# What Makes Us Different.....Precision Engagement

## Other Heavy Divisions



- ⇐ ATACMS capable (165 km)
- ⇐ 32 km range (non-ATACMS)
- ⇐ 93 seconds to fire
- ⇐ 216 seconds to reload

ATACMS Block II capable (300 km) ⇐  
45 km range (ER) ⇐  
16 seconds to fire ⇐  
160 seconds to reload ⇐



- ⇐ 30 km range
- ⇐ Firing crew of 6
- ⇐ AFCS

30 km range ⇐  
Firing crew of 6 ⇐  
EDS/FBCB2 ⇐



- ⇐ M113 Chassis
- ⇐ GVLLD
- ⇐ HTU

M113 Chassis ⇐  
GVLLD ⇐  
FOS LCU/FBCB2 ⇐





## ***Digitization Provides...***

- ***Situational Awareness:***
  - ***Knowing where we are***
  - ***Knowing where the enemy is***
  - ***Knowing where we are at risk; where the enemy is vulnerable***
- ***Situational Understanding:***
  - ***Assessing what the enemy will do***
  - ***Collaborating to synchronize***
- ***Battlespace Dominance:***
  - ***Defeating the enemy at a time and place of our choosing***



## The Synergy of.....

**Fundamentals**

**+**

**Situational Awareness**

**+**

**Situational Understanding**

**=**

***Situational  
Dominance***



## ***Division Capstone Exercise***

***“The Division Capstone Exercise clearly demonstrated what well-trained and competent leaders can do when they leverage information and use it as an element of combat power.”***

***--- BG J.D. Thurman,  
NTC Commanding General,  
on DCX I***

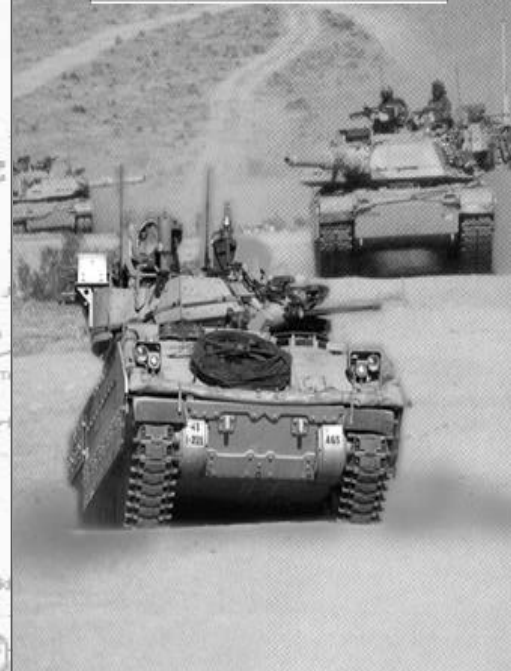


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# ***Division Capstone Exercise***

- ***Demonstration of Warfighting Capability***
  - ***Exercise - not a test or a certification***
- ***Phase I***
  - ***NTC Rotation 01-06***
  - ***11 Mar-21 Apr 2001***
- ***Phase II***
  - ***BCTP WFX 02-01***
  - ***Fort Hood Battle Simulation Center***
  - ***Field CPs***
  - ***15-19 Oct 01***



**Kartuna**



## ***DCX I Fire Support Observations***

### ***❖ What We've Accomplished:***

- ✓ Streamlined Division-level Counterfire Fight***
- ✓ Power of the Fire Support Client***
- ✓ Improved Situational Awareness***

### ***❖ What We Need to Fix:***

- Dated Fire-Support Platforms***
- Target Location Error***
- Communications Architecture***



## **Digitized Axioms**

- ❖ **Digitization Is for Everyone**
  - Most Soldiers Use Digital Device(s)
- ❖ **Training Fundamentals Remain Important**
  - Gate Strategy; Individual, Crew, Collective
- ❖ **Coup D'oeil Still Applies**
  - Digital Devices Do Not Make Decisions
- ❖ **Be Flexible**
  - Hardware and Software Changes Often
- ❖ **Back-Up Methods/Interoperability are Important**




## **Digitized Axioms**

- ❖ **Leveraging Technology is Continuous**
  - TTPs and SOPs must be adaptive
- ❖ **Synthesize Combat Skills and Technology**
  - Need Warriors; Not Geeks
- ❖ **Leaders are a “Jack of All Trades, Master of None”**
- ❖ **Not a New Way of Warfighting - A Better Way**



## ***Challenges As We Continue . . .***

- 
- **Incorporate DCX lessons learned**
    - **TOE/MTOE**
    - **Unit Training**
    - **Institutional Training**
  - **Continue to Refine Techniques, Tactics and Procedures**
  - **Synthesize combat skills with technology**